

## **CLAIM AMENDMENTS**

### **Claim Amendment Summary**

#### **Claims pending**

- Before this Amendment: Claims 1-10 and 12-38.
- After this Amendment: Claims 20-38

**Claims Canceled Without Prejudice:** 1-19, 34 and 36

**Amended claims:** 28 and 33

**New claims:** None

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### **Claims:**

1. (Canceled)
2. (Canceled)
3. (Canceled)
4. (Canceled)
5. (Canceled)
6. (Canceled)
7. (Canceled)
8. (Canceled)
9. (Canceled)
10. (Canceled)
11. (Canceled)

12. (Canceled)

13. (Canceled)

14. (Canceled)

15. (Canceled)

16. (Canceled)

17. (Canceled)

18. (Canceled)

19. (Canceled)

20. (Previously Presented) A method comprising:

receiving a request to play compressed multimedia data in a reverse direction;

identifying compressed video data in the compressed multimedia data;

identifying compressed audio packets associated with the compressed video data;

identifying a most recent key frame previously received;

identifying a most recent audio key packet previously received;

decoding the most recent key frame;

decoding the most recent audio key packet;

identifying delta frames received subsequent to the most recent key frame;

identifying audio delta packets received subsequent to the most recent audio key packet;

decoding the identified delta frames;

decoding the identified audio delta packets;

reducing an amount of data associated with each pixel in each decoded delta frame by:

- deleting alternating rows of pixels in each decoded delta frame; and
- deleting alternating pixels in non-deleted rows of pixels in each decoded delta frame;
- storing the reduced amount of data associated with each decoded delta frame;
- discarding alternating audio delta packets;
- deleting N of P delta frames, wherein N and P are integers and wherein N is determined based on a combination of the amount of memory available for storing decoded video frames and the frame rate desired during reverse playback; and
- playing the remaining identified delta frames in the reverse direction and concurrently playing the remaining decoded audio packets in reverse order.

**21. (Original)** A method as recited in claim 20 further comprising storing the identified delta frames that were not deleted.

**22. (Original)** A method as recited in claim 20 further comprising playing the decoded key frame after playing the remaining identified delta frames in the reverse direction.

**23. (Original)** A method as recited in claim 20 wherein decoding the identified delta frames includes utilizing information contained in the most recent key frame.

**24. (Original)** A method as recited in claim 20 wherein decoding the identified delta frames includes utilizing information contained in the most recent key frame and information contained in any intervening delta frames.

**25. (Previously Presented)** A method as recited in claim 20 further comprising using a reconstructed video frame as a key frame to begin a decoding process, wherein:

the reconstructed video frame is created from a decoding state of a video decompression component;

the reconstructed video frame is independent from the frame decoded by the video decompression component, such that:

in an event that the frame decoded by the video decompression component was a key frame, the created reconstructed video frame will serve as the key frame;

in an event that the frame decoded by the video decompression component was a delta frame, the created reconstructed video frame will serve as the key frame; and

the reconstructed video frame has a format that is different from a decoded frame which is ready for display.

**26. (Previously Presented)** A method as recited in claim 25 further comprising storing the decoded video frames in video memory and storing the reconstructed video frames in system memory.

**27. (Original)** One or more computer-readable memories containing a computer program that is executable by a processor to perform the method recited in claim 20.

**28. (Currently Amended)** An apparatus for playing compressed multimedia data, the apparatus comprising:

a multimedia application facilitating identifying audio delta packets received subsequent to a most recent audio key packet by:

identifying compressed video data in the compressed multimedia data, wherein the compressed video data comprises delta frames; and

identifying compressed audio packets associated with the compressed video data, wherein the compressed audio packets comprise:

audio key packets; and

audio delta key packets;

an audio decoder coupled to receive compressed audio data and decode the compressed audio data comprising the identified audio delta packets;

an audio data store coupled to the audio decoder;

a video decoder coupled to receive compressed video data and decode the compressed video data;

a video data store coupled to the video decoder, wherein the video data store stores P minus N delta frames, N and P are integers, and N is determined based on a combination of an amount of memory available for storing decoded video frames and a frame rate desired during reverse playback; and

a reverse playback controller coupled to the audio decoder and the video decoder, wherein the reverse playback controller generates decoded audio data and decoded video data in a reverse direction.

**29. (Original)** An apparatus as recited in claim 28 wherein the compressed video data includes at least one key frame and a plurality of delta frames associated with the key frame.

**30. (Original)** An apparatus as recited in claim 28 wherein the reverse playback controller discards alternating frames of received audio data.

**31. (Previously Presented)** An apparatus as recited in claim 28 wherein the video decoder deletes alternating frames of received video data.

32. **(Original)** An apparatus as recited in claim 28 wherein the reverse playback controller is further coupled to receive forward playback instructions and reverse playback instructions.

33. **(Currently Amended)** One or more computer-readable media having stored thereon a computer program that, when executed by one or more processors, causes the one or more processors to perform a method comprising:

~~receive~~ receiving a request to play compressed multimedia data in a reverse direction;

~~identify~~ identifying a most recent video key frame received in the compressed multimedia data;

~~decode~~ decoding the most recent video key frame;

~~identify~~ identifying video delta frames received after the most recent video key frame;

~~decode~~ decoding the identified video delta frames;

~~identify~~ identifying at least one compressed audio packet in the compressed multimedia data;

identifying a most recent audio key packet previously received;

~~decode~~ decoding the ~~compressed~~ most recent audio key packet;

identifying audio delta packets received subsequent to the most recent audio key packet;

decoding the identified audio delta packets;

deleting N of P delta frames, wherein N and P are integers and wherein N is determined based on a combination of the amount of memory available for storing decoded video frames and the frame rate desired during reverse playback; and  
play playing the decoded video delta frames and the decoded audio packet in the reverse direction.

**34. (Canceled)**

**35. (Original)** One or more computer-readable media as recited in claim 33 wherein alternating video delta frames are deleted after decoding the alternating video delta frames.

**36. (Canceled)**

**37. (Original)** One or more computer-readable media as recited in claim 33 wherein the one or more processors further:

apply a lossless compression algorithm to each of the decoded video delta frames;  
and  
store each of the compressed video delta frames.



38. **(Original)** One or more computer-readable media as recited in claim 33 wherein the one or more processors further store the decoded video delta frames and the decoded audio packet.